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BURN IT
CLEAN!
DEATHWATCH CONTINUES INSIDE!

CONTENTS

DEATHWATCH Drawn from the elite of the mighty Adeptus Astartes, the Deathwatch are truly humanity's finest!

Script: Jim Alexander • Pencils: Graham Stoddart Ink: Lee Townsend Letters: Fiona Stephenson

TITAN Thrust through the reality bending Warp, the crew of the Imperius Dictatio find themselves trapped on a bizarre alien world. *(For the full Titan back story visit www.blacklibrary.com/titan)*

Script: Dan Abnett Art: Anthony Williams Letters: Fiona Stephenson

EYE OF TERROR Abaddon's 13th Black Crusade has swept across the Cadian Gate. Battles rage across the entire sector, and Cadia itself is under seige. Things look dire indeed for the Imperials.

Visit www.eyeofterror.com for more details

TALES FROM THE TEN-TAILED CAT The Ten-Tailed Cat in Talabheim, known as a gathering place for raconteurs and the tellers of tall tales.

Script: Stu Taylor • Art: Jon Haward Letters: Fiona Stephenson

HERD INSTINCT A unit of Imperial Rough Riders are cut off by bestial orks. But the xenos scum are about to get a lesson in what real brute force entails.

Script: Keiron Gillen Art: David Millgate Letters: Fiona Stephenson

IMPORTANT announcement time, folks.

Due to circumstances beyond our control – i.e. Karl Richardson getting an offer he couldn't refuse from a large French graphic novel publisher – there's going to be a change of artist on Lone Wolves book two, which starts in summer 2004. Would you please join me in giving a warm welcome to two very familiar faces around these parts... The Sharp Brothers! You've already seen their Warhammer 40,000 work on the Inquisitor Grimm tale from last year's Christmas special and the Titan: Forge of Heaven one-off from the previous year's special, well now you're going to see them strut their stuff on a 90-page Space Wolves epic. Hellbrandt Grimm fans shouldn't worry though. That strip is being put in the very capable hands of John Stokes who, we're extremely proud to announce, is doing his first British comics work for several years, if you want to see exactly what John is capable of then make sure you pick up Inferno! #39 which goes on sale at the end of this month. If his work on 'The Tale of the Knight' doesn't leave you begging for more then you've obviously been corrupted by the Dark Powers and should go outside and give yourself a stern talking-to! CD

Publisher: Marc Gascoigne
Editor: Christian Dunn
Assistant Editor: Matt Ralphs
Designer: Darius Hinks
Design Assistant: Dan Crane
Cover: 'Deathwatch' by Karl Richardson

Warhammer Monthly weapons-laden issue 24, November 2003

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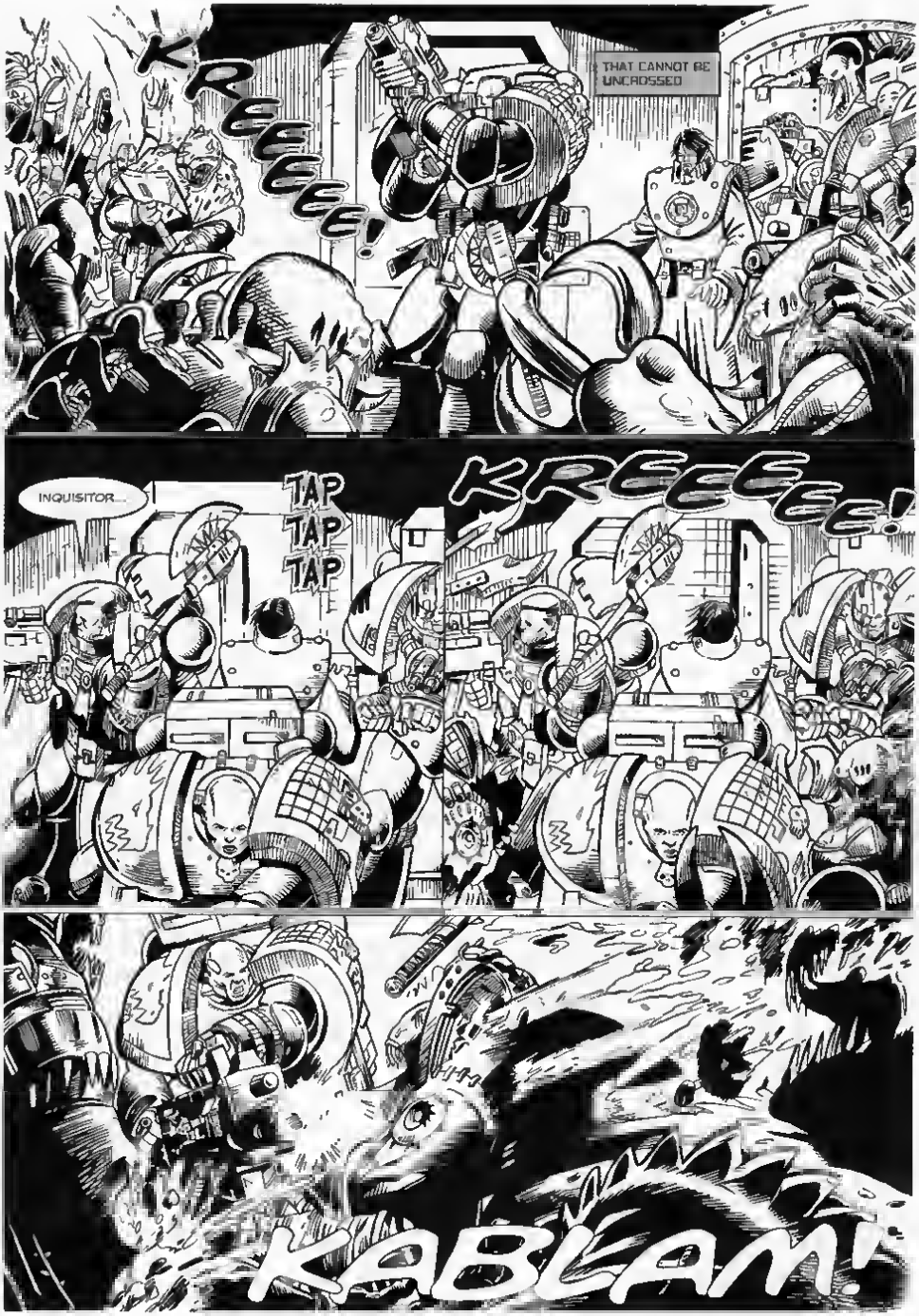
BL PUBLISHING

DEATHWATCH
STORY: JIM ALEXANDER
PENCILS: GRAHAM STODDART
INKS: LEE TOWNSEND
LETTERS: FIONA STEPHENSON
"AS I SPEAK, CULTIST FORCES ARE MASSING OUTSIDE THE BULWARK
MAKE NO MISTAKE: THE PERIMETER DEFENCES WON'T LAST FOREVER
YOU ARE CONSCRIPTS UNDER THE COMMAND OF DEATHWATCH!
WE ARE THE FIRST AND LAST LINE. WE GET IN CLOSE. WE FIGHT TOOTH AND CLAW - KILL OR BE KILLED.
THERE WILL BE NO RETREAT - NO SURRENDER! FOR NO MATTER HOW MUCH YOU MAY FEAR THE ENEMY...
...FEAR ME MORE!
HMPH...
SOON...
VERY SOON

THE SAFE HOUSE
THE GUARDS ARE WEARING THE GOVERNOR'S INSIGNIA, WE SHOULD ALERT THE BULWARK
NO! VOX SILENCE AT ALL TIMES!
IS IT TOO MUCH TO TAKE ONE MAN!? THEY HAVE HIS SECRETS!
THEY HAVE HIS BLOOD!
INQUISITOR, I WILL KILL YOU WHERE YOU STAND! LOWER... YOUR... WEAPON!
YOUR FORGIVENESS, BATTLE BROTHER. OF COURSE YOU UNDERSTAND MY AGITATION...
AN OPERATION AS MASSIVE AS THE TYRANID DIRECTIVE... THE ORDO XENOS MUST HAVE SOMETHING TO SHOW FOR IT.
WE GO ON
THE BUNKERS BELOW ARE AS SPRAWLING AS THE DUOMO ABOVE
AND THERE ARE LINES


KREEEE!
THAT CANNOT BE UNCROSSED
INQUISITOR...
TAP TAP TAP
KREEEEE!
KABLAM!

NUH..
VENTERS!
THEYVE CARRIED HIM OFF! HE'S GONE!
WE'RE OVERRUN! ONLY ONE OPTION!
KEILOR...
I UNDERSTAND.
THIS PLANET IS A GRAVEYARD -
CARE TO JOIN ME?
SUBJECT: KEILOR, TECH-MARINE OF THE DEATHWATCH SPACE MARINES.
STATUS: INITIATING SELF-DESTRUCT--

RELEASING THE POWER OF HIS SUIT!
ZZZRAK
KRRRRRR
RUN, INQUISITOR
AARGHHH!
BOOOM!

THE BULWARK
WE HAVE MOVEMENT LOTS OF IT.
TARGET THEM WITH THE LASCANNONS.
NOTHING RESPONDING - JAMMED THERE'S A SIGNAL
SABOTAGE - ANOTHER TRAITOR IN OUR MIDST.
THE EMPEROR'S DIVINE LIGHT HAS SHOWN THE WAY.
UH...
GO FOLLOW THE SIGNAL, SON OF JOHNSON - AND LEAVE ME TO--
WHAT I DO BEST!

YOU CANNOT BREATHE...
HHH... AHUH...
THE SPIRIT OF MY HOMEWORLD IS IN ME -COUGH- EVEN HERE IN THE VIPER'S NEST, I WILL NOT SUBMIT.
YOU BELIEVE THERE ARE TWO SIDES - THE GOOD, YOUR FRAGILE IMPERIUM, AND THE EVIL, THE TYRANID SWARM.
BUT YOU'RE WRONG. THE TYRANID RACE IS THE UNIVERSE. THE GENETIC IMPRINT OF ALL LIFE. THE GODHEAD IS ONLY CLAIMING BACK ITS OWN.
AAAA
GRANTED DEATHWATCH HAS CAUSED US NO LITTLE PAIN. BUT WE HAVE THE TECH-PRIEST. OUR FORCES HAVE BREACHED YOUR BULWARK.
WITHIN THE GENESTEALER'S MAW, THE OVIPOSITOR. THROUGH THIS IT IMPLANTS ITS SEED INTO ITS HOST.
IT IS THE GENE THAT BONDS US. SPACE MARINE.
SHTOK
AND NOW WE HAVE YOU.

NEXT: BROTHERS AT ARMS

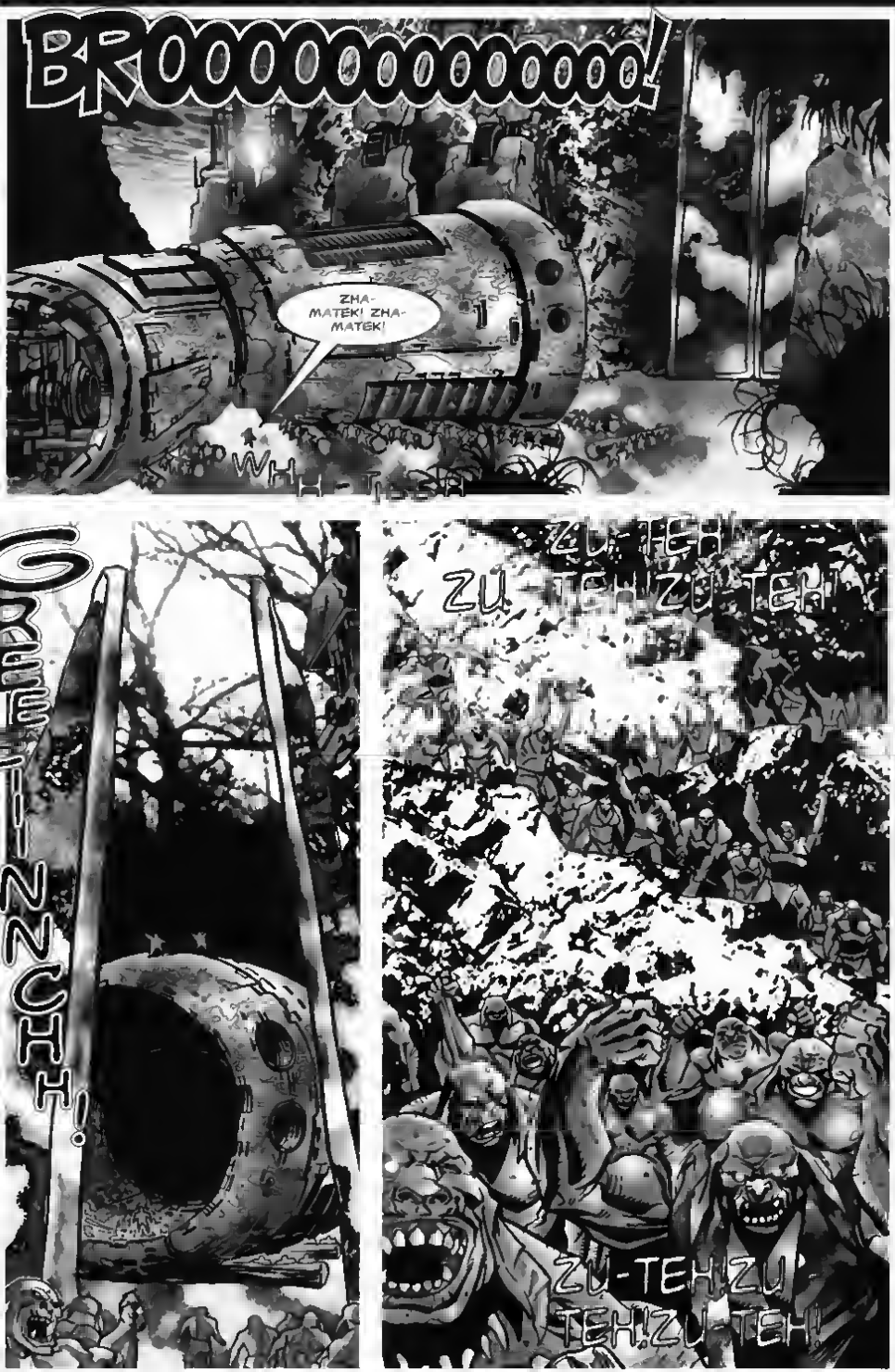
TITAN
OMNISSIAH
PART FIVE
ZYGO, WILL YOU SHUT UP?
N H H
YES MODERATI SIR
THIS REALLY DOESN'T...
N H H
STRIKE ME AS THE BEST IDEA
N H H
THIS DOESN'T...
N H H
STORY: DAN ABNETT · ART ANTHONY WILLIAMS · LETTERS FIONA STEPHENSON

WE'RE NEARLY THERE

UP YOU COME, LAD
NHH

BROOOOOOO!
WHAT'S THAT?
GET DOWN!

BROOOOOOO!
"IT'S COMING FROM THE MAIN GATES"


BROOOO

ZU-TEH. ZU-TEH!
ZU-TEH!
LOOKS LIKE LIKE THE WHOLE CITY HAS COME OUT TO SEE THIS
SHOULD KEEP THEM BUSY. THEN
THRONE OF TERRA... SO MANY TITANS.

LOOK THERE SOME KIND OF— TEMPLE—
SEEMS TO BE IN THE CENTRE OF THE CITY MODERATI
DO THEY LOOK LIKE THEY COULD HAVE DONE?
UNLESS THEIR ANCESTORS WERE A GOOD DEAL MORE ADVANCED
GOD-EMPEROR, IT'S MASSIVE—
THE SUBHUMANS? THEY BUILD THIS PLACE, DO YOU THINK?
MODERATI! WE'VE BEEN SPOTTED!
DAMNATION!
RUN!

ABAK!
UGHNN!
DORN!
SKUTCH!
COME ON! COME ON!
LOOK OUT, MODERATI!
GAHH!
GET AWAY, BEAST FILTH!
ABAK! ZU-TEH!
WHH-KRAKK!
WHHCCCH!
FOR THE EMPEROR!

NEXT ALONE IN THE CITY OF HELL

EYE OF TERROR

The Thirteenth Black Crusade, instigated by the vile horror that is Abaddon the Despoiler has gained the forces of Chaos a strong hold in Imperial space. The continued existence of humanity hangs by a thread. Although the final episode of Last Stand on Yayor is being run in issue 75, the gaming campaign has drawn to a thrilling conclusion. This is the situation in the Cadian sector as it stands now.

OVERVIEW OF THE AFTERMATH

The strategic importance of the Cadian Gate cannot be overemphasised, and the fact that it has partially fallen to the forces of darkness should cause every citizen of the Imperium to quake in fear. Cadia is the watchtower and castle that protects mankind from the ravages of Chaos. Nowhere in the Imperium was more indomitable, nowhere was there a place more geared to the manufacture and upkeep of weapons and munitions, nowhere was better protected by armies, tanks and fleets [illegible] fortress Cadia. Yet [illegible]ress Cadia is compromised.

It is in a state of siege. The dread armies that surged from the Eye of Terror have taken the worlds around it, and now only a narrow corridor exists where Imperial Naval vessels can bring supplies and reinforcements to the desperate forces that still hold out there. How long the Imperial Navy can hold the lines open remains to be seen. Admiral Quarren has been hailed as a hero of the Imperium. His masterful defence of the space lanes during the crusade was one of the most vital factors of the conflict. Control of the supply lines to Cadia is of paramount importance: if the Imperium loses them, the sector is lost forever.

SUPPLY LINES TO THE SIEGE

In an effort to deal with this problem Battle Fleet Gothic, in its entirety, along with a substantial force from Battle Fleet Solar, has been rapidly mobilised to defend and retain the space lanes connecting Cadia to the rest of the Imperium. However, an unavoidable product of this strategy is that other places will be left badly defended as the Navy stretches itself to cover the vast distances that the supply lines cover. The outcome of this policy remains to be seen.

As for the other planets in the sector the news is grim. Every Imperial bastion has felt the invasive force in one way or another, and the scars will take many years to heal, if they heal at all. Information is still being gathered about the full cost of the invasion, but it is already apparent that many planets have been lost to Chaos, and many more are still on the brink of destruction.

THE COLLAPSE OF CADIA

Cadia has been ravaged by the predations of Chaos. Many of her cities have been reduced to rubble by orbital bombardment, artillery and the destructive power of the dark titan legions. Significant blows to the Imperium are the collapse of the Vilklas and Andur defence lines. Cadian High Command has been forced to relocate to Kasr Callan in a last ditch effort to retain a hold on the planet. Cadia's forces are beholden not to take another step in retreat. Although the space lanes remain in Imperial hands, the skies above Cadia are the domain of Chaos as the orbital defences were knocked out in the first days of the invasion.

THE GREEN KRUSADE

It is a standard in warfare that when one side is under intense pressure from one foe, others rise up to take advantage of the swaying lines of defence and the general instability that war inevitable causes; and we all know what opportunists orks are. The Scarus system is now firmly under the heel of the Green Krusade. A devastating blow to the Imperium is the loss of the Forge Worlds of Mordax. Even now, lootaz from the Death Skull clan are ravaging the arcane and most holy secrets of the Machine God, thus causing much pain and distress to the devotees of the Omnissiah. The only bastion against the green tide is Thracian Primaris, held with the invaluable aid of the Black Templars Space Marines, and later by the Salamanders.

IN CONCLUSION

Far from beating back the forces of Chaos, the Imperium has been outmanoeuvred and out-fought, resulting in the worst series of defeats mankind has suffered for many years. Without fortress Cadia to hold back the tide of Chaos, the Imperium faces a very grave threat. Abaddon, enjoying the power of Chaos undivided, will continue to press his advantage against the increasingly desperate Imperial defence.

All efforts are now geared to consolidating Imperial strongholds in the system. It is certain that if these are lost then there is nothing left to hold back the tide of Chaos that now crashes on the broken defences. If Ahaddon's forces are allowed to ride further on their crest of victory, then humanity will be lost, and a reign of death, fire and terror will hold all mortals within its grip forever.

We'll be there... will YOU?

Come and meet **Warhammer Monthly** editor Christian Dunn plus a host of writers and artists including Stu Taylor, Jim Alexander, PJ Holden and many more still to confirm, and watch us teach the rival comics who's best.

See The Dandy and The Beano (both editors will be there) quiver at our feet. Witness 2000AD and DC Comics (both showing off their stuff and looking at artists' portfolios) shudder at our might. And as for what we'll do to Viz (presenting their talk 'Swearing is Both Big And Clever'), we daren't even say.

The one day Comic Festival in London on November 1st costs just £6 (£5 in advance), for full access to talks, signings, exhibitions, art classes and a charity art auction, events running from 10am till 11pm.

Comic Festival London Nov 1 2003, Holiday Inn London Bloomsbury, Coram St WC1.

Tickets, guests, hotels, updates and all details are online at,

comicfestival.co.uk

THE TEN-TAILED CAT IN TALABHEIM, KNOWN THROUGHOUT THE CITY AS A ***GATHERING PLACE*** FOR RACONTEURS AND THE TELLERS OF TALL TALES

THEY COME TO THE TEN-TAILED CAT FOR MANY REASONS, SOME TO ***BOAST*** OF THEIR EXPLOITS, SOME TO ***AMUSE*** AND ***ENTERTAIN***, OTHERS TO ***UNBURDEN*** THEIR SOULS OR PASS ON ***DIRE WARNINGS***..

TALES FROM THE TEN-TAILED CAT

SCRIPT: STU TAYLOR · ART: JON HAWARD · LETTERS: FIONA STEPHENSON

The Tale of the Tattoo

THAT'S RIGHT. BUT YOU CAN'T BE THE MAN I THOUGHT YOU WERE EVEN THOUGH YOU BEAR THE SAME TATTOO THAT ***NORSE BARBARIAN*** WORE - AS I SLEW HIM ALMOST 20 YEARS AGO
SO ***WHERE*** DID YOU GET THE TATTOO?

HEH, HEH! THIS IS A SURPRISE.
WHERE DID I GET THE TATTOO? WELL, THEREIN LIES A TALE
IT IS SAID, AT THE DAWN OF MANKIND, TZEENTCH THE LORD OF CHANGE DONATED A SAMPLE OF ITS OWN DAEMONIC BLOOD TO ONE OF HIS LOYAL FOLLOWERS. THE NAME OF WHOM HAS LONG SINCE BEEN LOST IN THE MISTS OF TIME AND FADED MEMORY.
THIS GIFTED CHAMPION OF CHAOS THEN HAD A TATTOO ETCHED UPON HIM, USING THE CURSED BLOOD OF A CHAOS GOD.
IT WAS WRITTEN THAT THIS CHAMPION BECAME INFUSED WITH THE SPIRIT OF TZEENTCH AND WITH THE POWER DERIVED FROM THIS DARK ENCHANTMENT CUT A BLOODY PATH THROUGHOUT THE OLD WORLD
THE WARRIOR WAS EVENTUALLY SLAIN IN MOMENTOUS BATTLE WITH ANOTHER GREAT CHAMPION
BUT THE TATTOO DID NOT DECAY WITH THE FLESH OF ITS FALLEN BEARER.

'...THE DARK DESIGN HAD AN INSIDIOUS LIFE ALL OF ITS OWN!'
'THE TATTOO SLID FROM THE DEAD WARRIOR AND ENGULFED THE CHAMPION WHOSE HEART WAS AS TWISTED AS ITS PREVIOUS HOST.
TZEENTCH NOW HAD A NEW VESSEL TO SPREAD ITS CHAOTIC DISEASE.
'AND SO THE SYMBIOTIC CYCLE CONTINUED. AS ONE WARRIOR FELL, THE TATTOO WOULD RISE AGAIN UPON A NEW HOST.'

FROM DARK ELVES...
TO NORSE BARBARIANS...
BRETONNIAN KNIGHTS...
AND KISLEVITE SOLDIERS...
THE TATTOO HAD COMMITTED COUNTLESS ATROCITIES IN INNUMERABLE BATTLES. ALL IN THE NAME OF TZEENTCH!
SO YES, YOU DID SLAY THE NORSE BARBARIAN WHO ONCE BORE THE TATTOO.
BUT YOU DIDN'T KILL HIS MASTER!

BUT YOU KNOW THIS TO BE TRUE, DON'T YOU? THE TATTOO COVETED YOU AS ITS HOST ALL THOSE MANY YEARS AGO, BUT YOU BALKED AND TURNED AWAY
AND, FOR THE FIRST TIME, THE TATTOO KNEW REJECTION.
HOW MANY TIMES HAVE YOU REGRETTED YOUR DECISION SINCE, OLD MAN?
ALL THAT POWER WITHIN YOUR GRASP, BUT YOUR HEART SO FULL OF FEAR.
GIVEN A SECOND CHANCE, WOULD YOU TURN AWAY AGAIN?
NO, WE DIDN'T THINK SO
COME, THIS VESSEL MAY ONLY HAVE A FEW YEARS LEFT, BUT ITS HEART IS FULL OF DESIRE TO FASHION MANY GREAT AND TERRIBLE DEEDS IN THE NAME OF TZEENTCH.
AND IF YOU DON'T WORK OUT?
WELL... THERE WILL ALWAYS BE SOMEONE ELSE!
END

HERD INSTINCT

STORY: KIERON GILLEN • ART DAVID MILLGATE • LETTERS: FIONA STEPHENSON

ZOOM
THAT'S THE PROBLEM WITH ORKS...
IMAGE
REC.
THEY DON'T KNOW WHAT YOU CAN DO WITH ANIMALS
THEY'RE JUST MEAT TO THEM.
ENHANCE
SIR THEYRE BETWEEN US AND OUR LINES THE HORSES ARE TIRED AND THOSE ORKS HAVE AUTOMATION AND HEAVY WEAPONRY
TRACK
BACK HOME, THAT WOULD HAVE FED AND CLOTHED A TRIBE FOR A MONTH
IMAGE
256
ITS RIBS WOULD HAVE BEEN A TENT-FRAME. ITS SKIN, ARMOUR. ITS TUSKS JEWELLERY FOR THE WOMEN OR WEAPONS FOR THE MEN
SCOPE
THE MEN DON'T KNOW WHAT TO DO. SOME WOULD RUN IF THERE WAS ANYWHERE TO RUN TO. WE NEED SOMETHING. ANYTHING.
NOTHING WOULD HAVE BEEN WASTED BUT TO THEM?
JUST... MEAT. WHAT WASTE. WHAT MONSTERS.
THEY JUST DON'T KNOW HOW TO USE THE ANIMALS.
SIR?
REMIND THEM THAT MEN MAY BE SCARED MEN MAY GIVE UP AND RIDE TOWARDS THE HORIZON CRYING.
BUT I THOUGHT I WAS WITH ROUGH RIDERS. AND WE ONLY RIDE TO VICTORY
BESIDES, I HAVE A PLAN.

TAKE SQUADS TWO TO FOUR SKIRT AROUND THEIR PERIMETER AND DON'T BE SEEN AWAIT MY SIGNAL.
FIRST SQUAD WITH
Slurp
THE ORK IS ONLY INTERESTED IN EATING THE HERD
IT WON'T THINK WHAT ELSE IT CAN BE USED FOR.
THE HERD WILL MOVE. WE'LL MOVE WITH IT.
SMASH!
UNTIL WE'RE CLOSE.
'CLOSE ENOUGH TO DO WHAT WE HAVE TO.'
K-CHAC!
CLOSE ENOUGH TO...

STRIKE THROUGH!
STRIKE HARD!
AND RIDE!
HACK!
REV!
REV!
REV!
REV!
REV!
REV!
REV!
REV!
REV!
AFTER US ALREADY HUNTER BECOMES HUNTER
'GOOD..'
Vithar

CHARGE NOW! QUICK!
RUMBLE!
THEY'VE TAKEN THE BAIT.
THE TRAP IS SPRUNG.
THEY RACE AFTER US, TO THEIR DOOM.
AND WE TRY TO RACE OUT OF SHARING IT.
SNAP!
ROUGH RIDERS RIDE TO VICTORY.
NOT NOW.
WE'VE ALREADY WON.
TOT!
WE RIDE TO THE BEST PART OF VICTORY...
WHICH IS...
KA-BOOM!

...BEING THERE TO WATCH THEM LOSE.
SCREECH!
THUNDER!!!!!!
STOMP!
"THAT'S THE PROBLEM WITH CROSS...
THEY HAVE NO IDEA WHAT YOU CAN DO WITH ANIMALS
THE END

FORUM

Hi,

After last year's Warhammer Monthly Christmas special, I got to thinking how you could possibly expand on this for this Christmas and came up with this idea.

Why not have a crossover of characters from Inferno and Warhammer Monthly? Warhammer Monthly could feature comic strips of Gaunt's Ghosts, Nathan Creed, Ragnar Blackmane, Gotrek and Felix, Uriel Ventris or even the Soul Drinkers (now they would be good to see in a visual form) whilst Inferno! could feature prose stories of Warhammer Monthly characters such as Kal Jerico, Hellbrandt Grimm, Ulik and Marquand (obviously an early adventure), The Redeemer and Titan or even Daemonifuge. This would put a different slant on each of these stories and help maintain interest or even introduce them to new readers of each publication, which in turn could lead to new readers of both publications.

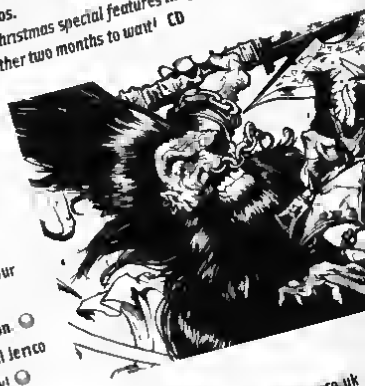
Thanks for listening and keep up the good work,

Stubs, via e-mail

Gaunt's Ghosts and Gotrek & Felix have already been given the comic strip treatment in their respective Inferno! specials and Uriel Ventris is the next novel character to be given the visual treatment in an upcoming all-Ultramarine Inferno! special.

No plans at the moment to run any Inferno! stories starring Warhammer Monthly characters but Mitchel Scanlon has a forthcoming tale planned featuring a character who plays a very big part in his Of Ancient Blood storyline that is scheduled to run next year in these very pages. And of course, if you've been paying close attention to the novels of a certain Dan Abnett then you should have noticed Graver and Defay putting in an appearance in the Gaunt's Ghosts series as well as the Silas Hand and Princeps Hekate cameos in Xenos.

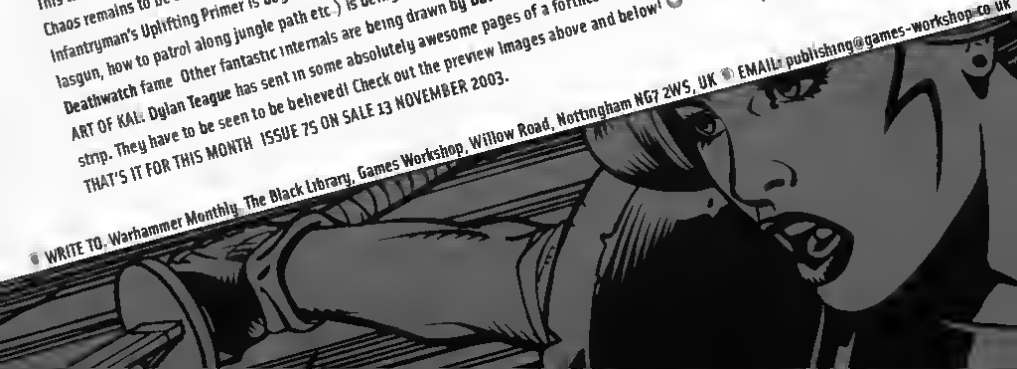
And speaking of crossovers, I have told you all that this year's Christmas special features the first ever crossover between two Warhammer Monthly characters haven't I? Only another two months to wait! CD



INFO DUMP

THE CHANGER OF WAYS. Marijan von Staufer has finished collating and editing the writings of Richter Kless for the fourth and final volume of the Liber Chaotica series of background books. This time Tzeentch is under scrutiny. Whether we can trust what is written to be untainted by Chaos remains to be seen. **UP(LIFTING) THE IMPERIAL GUARD!** Artwork for the Imperial Infantryman's Uplifting Primer is beginning to arrive. Most of the internal art (how to hold your lasgun, how to patrol along jungle path etc.) is being rendered by **Graham Stoddardt** of **Deathwatch** fame. Other fantastic internals are being drawn by **Dave Allsop** and **Neil Hodgson**. **ART OF KAL.** Dylan Teague has sent in some absolutely awesome pages of a forthcoming Kal Jerico strip. They have to be seen to be believed! Check out the preview images above and below!

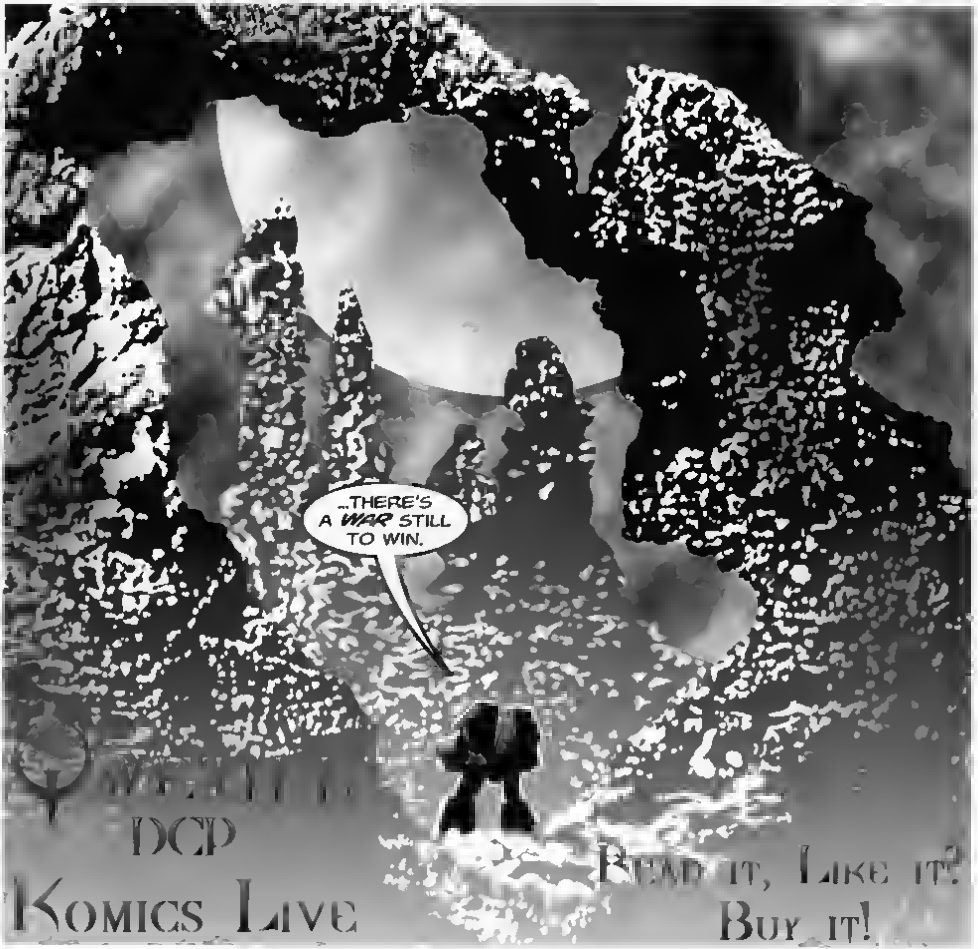
THAT'S IT FOR THIS MONTH. ISSUE 75 ON SALE 13 NOVEMBER 2003.



WRITE TO: Warhammer Monthly, The Black Library, Games Workshop, Willow Road, Nottingham NG7 2WS, UK. EMAIL: publishing@games-workshop.co.uk

CRUSADES'S END?

LAST STAND ON YAYOR CONCLUDES NEXT ISSUE.


...THERE'S A WAR STILL TO WIN.
DCP
KOMICS LIVE
READ IT, LIKE IT?
BUY IT!